## ATTACHMENT C

## Clean Replacement/New Claims (entire set of pending claims)

Following herewith is a clean copy of the entire set of pending claims.

1/. (amended) A method of life like computer gaming or simulation comprising the steps of:

providing a computer controlled display screen having an extensive surface; optically determining position of one or more points on a user or an object; providing data input relative to the determined position to said computer; and controlling a displayed image provided on said screen with said computer in response to said determined position of said user or object.

- 2. A method according to claim 1, wherein said determining step is accomplished with one or more TV cameras.
- 3. A method according to claim 2, wherein said cameras are located proximate said display screen.
- 4. A method according to claim 1, wherein said displayed image is substantially lifesize.
- 5. A method of gaming or simulation comprising the steps of: providing a screen or other surface on which video images are displayed; obtaining one or more optical images containing data concerning (a) one or more persons playing the game or simulation, or (b) objects used in said game or simulation; from said image data, determining the location of one or more points on said

from said image data, determining the location of one or more points on said persons or objects;

from said determined locations, determining at least one game parameter; and using said game parameter, changing an audio or video display characteristic of the game or simulation.

- 6. A method according to claim 5, wherein said data is an x and y location of a projectile object hit on said screen.
- 7. A method according to claim 5, wherein location of a point on an article of clothing worn by a person is determined.
- 8. A method according to claim 5, including the further step of providing an overlay on the screen indicative of some other gaming or simulation attributes.
- 9. A method according to claim 5, wherein said screen is a projection TV screen.
- 10. A method according to claim 5, wherein said object is an artifact that humans use in gaming.
- 11. A method according to claim 5, wherein said screen is capable of withstanding severe impacts of commonly used sports gaming objects used for the games in question.
- 12. A method according to claim 5, wherein said display is viewed in 3-D by a user.
- 13. A method according to claim 5, wherein said images are digitized by at least one TV camera.
- 14. A method according to claim 13, wherein said TV camera is proximate said screen.
- 15. A method according to claim 5, wherein said object is a projectile whose trajectory is determined.

- 16. A method according to claim 5, wherein the location of a player or portion thereof is continuously tracked, and varying video imagery is displayed as a result of locations determined.
- 17. A method according to claim 5, wherein data concerning location of points on both persons and objects used in the game are determined.
- 18. A method according to claim 5, wherein location of a point is determined in 3 dimensions.
- 19. A method according to claim 5, wherein the point on a person is on the person's head, finger, hand or foot.
- 20. A method according to claim 5, wherein said point is of high contrast relative to its surroundings.
- 21. A method of gaming or simulation comprising the steps of:

  providing a screen or other surface on which video images are displayed;

  obtaining one or more optical images containing data concerning one or more

  persons playing said game or simulation, and objects used in said game or simulation;

  from said image data, determining the location of a one or more points on said

  persons or objects;

from said determined locations, determining the relation of one or more points on said player or object to the displayed image on the screen; and controlling the displayed image in accordance with said relation so determined.

- 22. A method according to claim 21, wherein said object is an artifact that humans use in gaming.
- 27. A method of gaming or simulation comprising the steps of: providing a screen or other surface on which video images are displayed;

obtaining one or more optical images containing data concerning one or more persons playing said game or simulation, or of objects used in said game or simulation;

from said image data, determining the location of one or more points on said persons or objects;

using said determined locations, determining the relation of one or more points on said player or object to the displayed image on the screen; and controlling the displayed image in accordance with said relation so determined.